

Agenda

- Welcome & introductions
- Hart Park goals
- Review of engagement feedback
- Next steps & upcoming dates

Hart Park Goals

Be a safe and welcoming park

Have activities for all ages and abilities

Allow space for community gatherings

Maintain the character as a place for plants and a green oasis

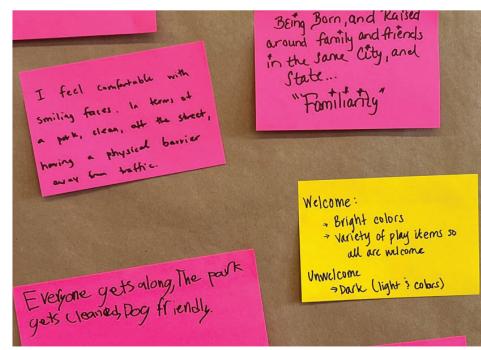
Ensure the ability to maintain and operate the park



Memory Wall









Memory Wall

Memory of time in Hart Park

"The beautiful flowers in bloom, the sound of kids playing, and meeting new people and neighbors"

"My children and grandchildren using the swings and playing in the park. We feel connected to that time when we are in the park now"

"Watching the kids play kickball in the fountain and screaming at the top of their lungs! Good times"

"The period of time when we held potluck dinners with neighbors and had live music"

"Movie nights, kids' fashion shows, the time with the karaoke machine, and blocking the street to give out free lunch to kids"

"We love walking through this quiet place, seems like a secret park, a quiet place to escape the city."

What makes you feel welcome in a place?

"Park gates should be kept open in the daytime to encourage people of all ages to use the park"

"When all are welcome, and all are accepted in a space."

"Welcome = bright colors and various play items so everyone can do something. Unwelcome = dark and empty"

Love it or Leave it?

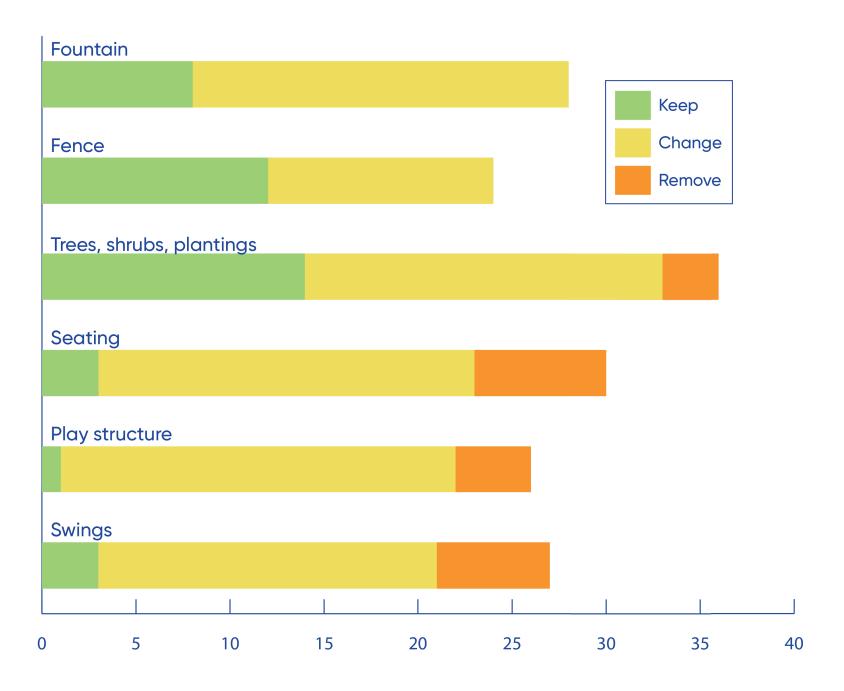








Love it or Leave it?





Fountain

Keep (x8)

"It's unique and unusual"

"The wall is great for playing ball and keeping kids contained"

"I like the old school fountain"

Change (x20)

"Replace with jet system and sprayers" (x5)

"Needs an automatic timer to turn on and off" (x4)

"A key part of the park but is only used in winter. Make a space here for year-round use when the water isn't on"

"The drain is always clogged" (x3)

"The seating is too far away"







Fence

Keep (x12)

"Keep it, it makes it feel safe"

"Nothing wrong with the fence"

"Security protection"

Change (x12)

"Make it clearer that it's open - more welcoming"

"Gates need to be open when the park is open. It's unclear when we can go into the park"

"Shorter gate at the entrance"

"Keep but make it less forbidding"

"Paint the fence bright color"





Trees, shrubs, and plantings

Keep (x14)

"Trees are the best part of the park!"

"Keep and add more"

Change (x20)

"Plants should be child appropriate" (x5)

"Want plants that can survive, provide shade, and aren't too delicate to have kids around them"

"Keep and plan for more mature trees for shade"

Remove (x3)

"Remove the Katsura bed; takes up too much space and doesn't shade benches"

"Replace the Kentucky coffee tree with something that doesn't make a mess"

"Too many mosquitos"







Seating and ampitheater

Keep (x3)

"Benches are ok"

Change (x20)

"Seats with tables" (x7)

"A better places for groups to sit" (x3)

"More seating in the shade" (x3)

"More seating in areas where you can view the play area" (x3)

Remove (x7)

"Remove the ampitheater, not a good use of space" (x6)

"Get rid of the benches and amphitheater, utilize more seat walls next to planters"







Play structure

Keep (x1)

"It's ok; it gets used"

Change (x22)

"Friendly for multiple ages" (x6)

"A new, more challenging, bigger structure" (x7)

"Focus on climbing, exploring, and sensory opportunities"

"New, more natural materials, and safe"

Remove (x3)

"It's broken and not great for kids anyway"







Swings

Keep (x3)

"The most heavily used equipment in the park"

"Keep these for toddlers"

Change (x18)

"Swings for limited mobility, older kids, and adults" (x12)

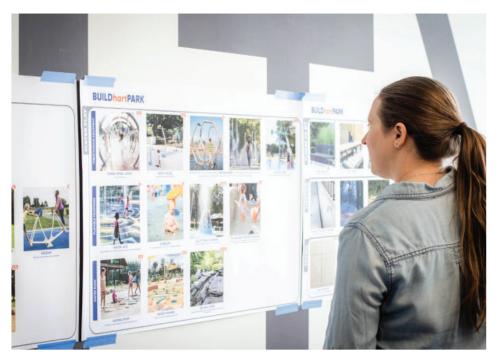
"Swings should be in the shade"

Remove (x6)

"Swings are a safety issue"

"Swings take up a lot of space; the space can be better used"

BUILDhartPARK

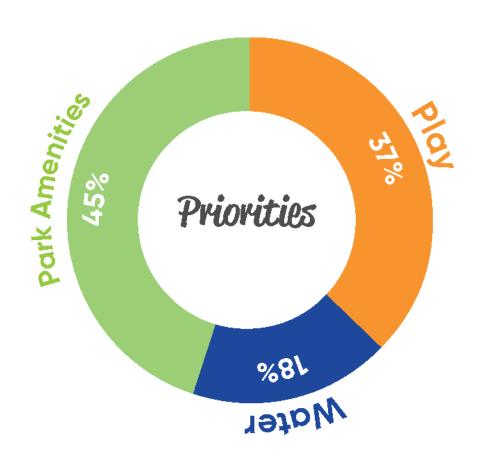








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38 gameboards completed

Play Breakdown

park Amenities





Climbers







Swings



Hills & Slides









Nater

28%

16% 16%

Breakdown

of Play

Elements

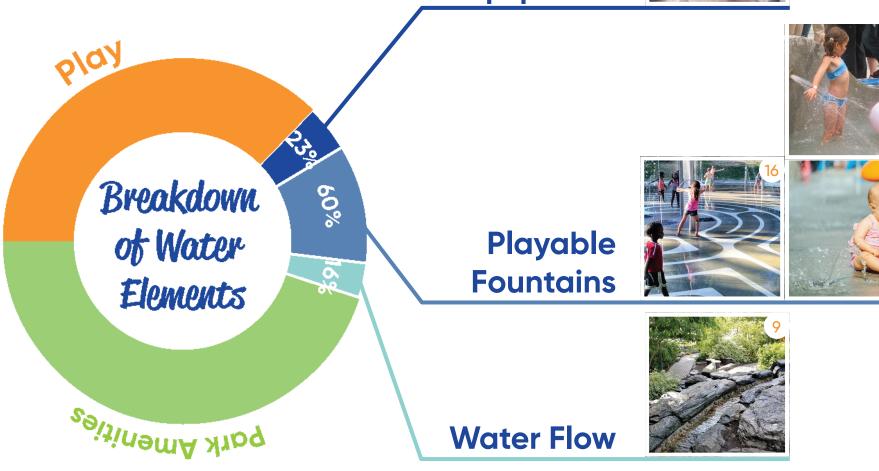
Equipment



Water Breakdown



Equipment



Park Amenities Breakdown



Park Profiles

Maximum Play

Defining features:

- Many play options
- A balance of play options for all ages
- Seating is primarily for caretakers to watch kids and participate in their play
- Bright colors

The Garden Park

Defining features:

- Play is integrated with natural elements
- Play options focused on younger children with some options that older kids can enjoy
- Seating for caretakers and for quiet reflection
- Greater focus on planting
- Natural materials and earth tones

Community Hub

Defining features:

- Flexible space that can accommodate small community events
- Versatile play elements that accommodate multiple ages
- Seating that supports small gatherings and everyday use
- Bright colors that reinforce the park as an icon and defining part of the neighborhood

Next Steps

- April 11: Stakeholder meeting engagement feedback
 - Review engagement findings and confirm design direction

(PPR internal review)

- May 9: Stakeholder meeting design options review
 - Preview early design options
- May 13: Open house # 2 design options feedback
 - Event at Hart Park to allow public input on design options
 - following clean-up event during the morning

(PPR internal review)

- June/July (tbd): Stakeholder meeting final design review
 - Provide feedback on the final concept design